```cpp
1  #pragma once
2
3  #include "StateMachineExampleGame.h"
4
5  #include "GameState.h"
6  class LoseState :
7      public GameState
8  {
9          StateMachineExampleGame * m_pOwner;
10
11     public:
12          LoseState(StateMachineExampleGame* pOwner);
13          ~LoseState() = default;
14
15          virtual bool Update(bool processInput = true) override;
16          virtual void Draw() override;
17  };
18
19
```